



ABSTRACT OF THE INVENTION

A video gaming device and method for wagering on a virtual football game comprising a video screen or display and a selector control panel including a plurality of selector control keys to selectively generate a corresponding plurality game

5 selection and control signals including play selections and wagering selections, and a microprocessor including game data comprising a plurality of wager selections including a first and second set of wagers wherein the first set of wagers is a plurality of game period wager selections and the second set of wagers is a plurality of play

10 wager selections, a plurality of play selections including a first and second set of proposition play selections wherein the first set of proposition play selections comprises a plurality of sets of selectable plays and the second set of proposition play selections comprises a set of selectable plays selected from the first set of proposition

15 play selective, and a predetermined game plan and predetermined game situation profile; a data processing section including logic to receive the game selection signals from the selector control keys to generate display signals in response to the game

selection signals to be displayed on the video screen or display in response to operator input from the selector control keys and to generate game play images on the video screen or display of individual selected play selected from the first and

20 second set of proposition play selections executed against the programmed game plan of offensive or defensive plays and the programmed game situation profile and display the wagering results.